DYNACOMP

THE CRANSTON MANOR ADVENTURE

Note:

The CRANSTON MANOR ADVENTURE is
supplied on a single density
diskette. Insert the diskette
into your drive and type:

LOAD ADVEN

To start the adventure, type:

RUN

If you wish to save your game
onto the diskette, make sure that
there is no tape covering the
write-protect notch on the upper
right side of the diskette.

THE
CRANSTON   MANOR
ADVENTURE

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INTRODUCTION:

THE CRANSTON MANOR ADVENTURE is a fantasy exploration
simulation. You will explore a fantasy land using the
computer (an 'android') as your eyes, ears, hands and
legs. You control your android by sending it two word
sentences. A sentence will consist of a verb and a noun
such as: GO NORTH, GET CROWBAR, LIGHT LANTERN, etc.
Note that the android only responds to capitalized
letters. The game begins with your android standing
on the 'west end of Main Street in a small town'. You
move the android about using the directions NORTH,
NW, WEST, SW, SOUTH, SE, EAST, NE, UP and DOWN.
Single letters are acceptable for each direction except
NW, SW, SE and NE. Your objective is to find the
deserted Cranston Manor, enter it, collect the 16
treasures, and leave.

Once you have entered the estate, we recommend that you
save your game to the disk so that you will not have to
play the first moves over each game. Instructions on
saving the game are given in a later paragraph.

When searching for treasure, you will find several
prizes simply lying about, waiting for you to pick
them up. Others will require some thought, and a few
will challenge your abilities to the utmost trying
to get them out! Look for clues in the descriptions of
the various locations. If the description specifically
mentions something in the distance and gives a direction,
go explore it. For example, at the intersection of
2nd and Cranston Blvd in the town, it says 'there is
a store to the SW'. In that store is a lantern which
you must have to explore the caverns. Sometimes, you
will encounter objects in a room description which the
computer does not recognize in a command. These objects
are only there to help identify the room and have no
use in the game. If you have tried and tried to get
a treasure without any success, look around some more.
There is undoubtedly something you need which you have
not yet found.

* Program code (C) 1980 by Larry Ledden, Riverside, CA.

VERBS AND NOUNS:

THE CRANSTON MANOR ADVENTURE utilizes a vocabulary
of over 130 words. As a result, responses to a command
may take up to six seconds or so. The computer will
accept only the first five letters of each word, so
if the object or action you wish to perform cannot
be uniquely described by a pair of five letter words,
then you are on the wrong track. If the response is
"I AM UNABLE TO DO THAT", the command words are
recognized but cannot be performed, at least not at
that time. If the response is "I DON'T UNDERSTAND"
followed by a word, then that word is not included
in the program's vocabulary.

COMPASS HEADINGS:

The computer will not always print every direction
which you may take from a given location. For instance,
it may print "There are exits in every direction".
It is up to you to find which direction you can actually
go. Generally speaking, if you enter a location
by going EAST, then you can go back to where you were
by going WEST. This however, is not always true, and
definitely is not true in the maze. It is also not
always true in the caverns, where passageways may twist
and turn several times between rooms. One way to
solve the maze problem is to drop things you are carrying
in various rooms, and then draw a map showing each room
in which you dropped an article, which way you left
and where you ended up.

SCORING AND SAVING YOUR GAME:

Entering 'QUIT' as a command will give you a score
indicating the number of points and how many turns
you used. It will also display the approximate percentage
of the estate which you have explored. You will then be
asked if you really want to quit. If you enter 'NO', the
game will continue, otherwise it will ask if you want to
save your game. Enter 'YES' and you will be prompted
to enter your initials. Whatever you type will be used
as the name of a file to be stored on the disk. Make sure
that you use a legal file name! DO NOT USE 'ADVEN',
'LONG', 'SHORT', 'COMMAND', 'VERB', 'NOUN', or 'OBJECT',
as these files already exist on the disk and you would
write over them, destroying the game. To recover a
saved game, type 'RESTORE' as a command. You will be
prompted to enter your initials; that data file will
be read thereby restoring all the objects and your
playing position to where you left off.

CLUES:

THE CRANSTON MANOR ADVENTURE is a puzzle; at times a real
brainteaser! The challenge of the program is for the
player to solve the puzzle with as little outside help
as possible. Thus the documentation cannot be all that
specific as to solutions to the problems which will
arise during the adventure. However, to avoid undue
frustration, the player is provided with all the clues
necessary to obtain a successful conclusion to the game.
But, to prevent the user from having to easy an access to
these clues, they have been printed backwards! Good luck!

ENTERING THE MANOR:
nori detsur a hguorht si etatse eht ot ecnartne ylno ehT
eht ,etag siht retne ot redro nI .llaw tsew eht ni etag
si hcihw ,rabworc eht noissessop sih ni evah tsum reyalp
rohS fo noitcesretni eht ta drayknuj eht ni detacol
reyalp eht ,ronam eht gniretne erofeB .ecreiP dna teertS
erots eht ni detacol si.hcihw nretnal eht teg osla dluohs
.dvlB notsnarC dna dn2 fo noitcesretni eht ta

CAT FOUNTAIN:
niatnuof eht ni eutats tac eht fo seye 'ssalg der' ehT
elbatalfni' na teg tsum reyalp ehT .seibur yllautca era
sriatspu mooryalp snerdlihc eht ni detacol 'tfar s'sdlihc
eht ni detacol 'revirdwercs' a dna noisnam eht ni
htron og dna ,tfar eht etalfni tsum eH .esuoh s'renedrag
.niatnuof tac eht fo htuos yltcerid noitacol eht morf
.'SEYE TEG' yas tsuj ,niatnuof eht no si eh ecnO

MAZE:
htiw obezag kcirb a si ezam eht fo traeh eht ni detacoL
deppam eb nac ezam ehT .'YRLEWEJ SUOICERP fo gab' a
.snoitcurtsni eht ni denialpxe sa

GARAGE:
ni gnidnats elihw nretnal sih thgil dluohs reyalp ehT
pu gnidael reddal a laever lliw sihT .egarag mid eht
.citta eht ni 'SNIOC REVLIS' era erehT .citta na ot
retne ot emag eht ni retal desu eb tsum snioc esehT
.mooR retupmoC eht

LIBRARY AND BOOK:
a si esuoh eht fo renroc WN eht ta yrotavresbO eht nI
desu si drow siht fI .'SESAME' drow eht gniniatnoc koob
lliw gnilenap fo noitces a ,yrarbiL eht ni gnidnats elihw
.rewot hctaw eht ot ecnartne gniwolla nepo edils

SMOKING ROOM:
lliw 'KSED NEPO' ro 'KSED HCRAES' .ksed eht ni si yek A
ni rood tesolc eht nepo ot desu si yek sihT .ti laever
.mooR gnitnuH eht

SUIT OF ARMOR:
eH .ronam eht fo naidraug eht si romra fo tius ehT
yna otni og ro roolf tsrif eht evael ton lliw
 pu kcip uoy erusaert yna ekat lliw eH .moor krad
siht gnivlos ot eulc ehT .moor eht ni si eh elihw
ni erehwyreve uoy swollof romra eht taht si melborp
.si esuom eht erehw moor eht otni tpecxe esuoh eht
eht morf 'egac nedoow llams' a teg tsum reyalp ehT
.nehctik eht morf sdruc eseehc eht dna ,muirtA driB
siht .moor esuom eht ni roolf eht no sdruc eht porD
.derutpac eb nac eh os detnetnoc esuom eht ekam lliw
otni tup yllacitamotua si esuom eht ,derutpac nehW
 nehw dna dnuora mih yrrac nac reyalp ehT .egac eht
siht ,'ESUOM ESAELER' ylpmis erusaert htiw moor a ni
kcip nehT .rood eht tuo nur ot romra eht esuac lliw
.niaga 'ESUOM HCTAC' dna erusaert eht pu

DOWNSTAIRS SECRET ROOM, DAGGER AND KEY TO CAVERNS:
gnisu yb mooR nagrO eht morf deretne eb yam moor sihT
niT htiw tabmoc rof reggaD ehT .'ECALPERIF RETNE'
.ereh detacol era yek elgnairT latsyrC dna sreidloS

HUNTING ROOM, ROPE CLOSET AND MONEY:
dekcolnu eb yam hcihw tesolc a si moor gnitnuH eht nI
 .moor gnikomS eht ni ksed eht morf yek eht gnisu
tA .tesolc eht ni epor eht bmilc dluohs reyalp ehT
tsuj llaw eht ni eloh a ni yenom ees lliw eh pot eht
ot mih wolla lliw 'EPOR GNIWS' .hcaer sih fo tuo
.yenom eht hcaer

CISTERN ROOM AND BOTTLE OF DIAMONDS:
deveirter eb yam nretsic eht fo mottob eht ta elttob ehT
neeb ton sah pmup eht ,revewoH .pmup eht gninnur yb
reyalp ehT .demirper eb tsum dna emit gnol a ni desu
eht ot og ,nehctik eht morf top nori eht teg dluohs
nretsiC eht ni ecnO .'RETAW TEG' dna niatnuof tac
HSUP' ro 'PMUP TRATS' dna 'PMUP EMIRP' nac eh ,mooR
 eht esuac dna nretsic eht llif lliw sihT .'HCTIWS
osla si top nori eht .pot eht ot taolf ot elttob
.mooR retupmoC eht ni dedeen

BRIDAL SUITE:
dlaremE na si etiuS ladirB eht ni resserd eht ni neddiH
gniog rood eht taht si ereh melborp ehT .ecalkceN
.edisni eht morf denepo eb tonnac llah eht otni kcab
 'PMUJ' dna ynoaclab eht otno tuo og dluohs reyalp ehT
.moor eht evael ot

UPSTAIRS SECRET ROOM, LIFT CHAMBER AND GOLDEN NUGGET:
rehtie morf dehcaer eb yam moor terces sriatspu ehT
yb mooR ytpmE sriatspu eht ro moordeB retsaM eht
eht fo flah reppu eht si moor sihT .'HCROT TSIWT'
llaw eht no ngis ehT .snrevac eht ni rebmahC tfiL
.sreyalp eht daelsim ot tsuj si launam eht gnidaer tuoba
dloG eht teg ot si rebmahC tfiL eht fo esu niam ehT
tegguN eht ,deirrac fI .snrevaC eht fo tuo tegguN
eht ot kcab detropsnart eb ot reyalp eht esuac lliw
eht morf stixe 3 eht fo yna sessorc eh fi mooR tegguN
 rebmahC tfiL eht ni tegguN eht gnipporD .snrevaC
esuac lliw 'TEGGUN TFIL' gniretne dna snrevaC eht ni
terceS sriatspU eht ot detropsnart eb ot teggun eht
.yaw siht detropsnart eb osla yam stcejbo rehto ynA .mooR

CUL-DE-SAC IN CAVERNS:
daeh s'reyalp eht revo teef 3 eloh a htiw cas-ed-luc sihT
yalp ehT .snrevaC ecI citsejaM eht ot ecnartne eht si
a mooR gniniD s'tnavreS eht morf riahc a gnirb dluohs
.hguorht mih ekat lliw 'PU' elpmis a nehT .ereh ti porD

PINK BULL IN STALAGTITE CAVERN:
.llaw eht no egassem eht htiw moor eht ni saw ereh eulc ehT
.'nretnal ym dehsams' llub eht taht syas egassem ehT
dna emit gnol a rof ssenkrad hctip ni neeb sah llub ehT
eht deretne sah reyalp eht ecnO .thgil yb degarne semoceb
sitats a ni nezorf neeb sah llub eht dna nrevaC etitgalatS
.nretnal sih ffo nrut ot 'FFO' esu dluohs reyalp eht ,dleif
llaf lliw eh ro sevom eh erofeb niaga no ti nrut tsum eH
.kcen sih kaerb dna

ROOM WITH DEBRIS:
og ot gniyrt morf reyalp eht daelsim ot si sirbed ehT
eht hguorht mih ekat lliw 'TSAE' gniretne ylereM .tsae
.egassap htuoS/htroN a otni elbbur

TIN SOLDIERS AND COMPUTER ROOM:
sredurtni morf snrevac eht gnidraug era sreidlos nit ehT
,emit nevig yna tA .srettirc elttil ytsan yrev eb nac dna
reggad eht gniworht yb reidlos a llik ot yrt yam reyalp eht
ni melborp eht ot noitulos lareneg a si erehT .mih ta
rof rotareneg rewop eht yllaer si hcihw moor retupmoc eht
eht fo elddim eht ni erehps munitalp ehT .sreidlos eht
 lliw ti ekat ot tpmetta ynA .ecruos rewop eht si moor
mrof oN .resal eht yb deirf gnieb reyalp eht ni tluser
eh ecnis rehtie krow lliw nam dlo eht tsniaga kcatta fo
lliw hcihw 'RETAW WORHT' tsum reyalp ehT .margoloh a si
sreidlos eht lla elbasid dna pu nrub ot retupmoc eht esuac
ylno ehT .erehpS munitalP eht teg ot mih gniwolla elihw
llams' era ereht syas noitpircsed eht taht si ereh eulc
su si top nori ehT .gnisuoh retupmoc eht ni 'skcarc

ro niatnuof tac eht morf emoc yam retaw eht dna ,niaga
.snrevac eht ni loop eht htiw rebmahc eht morf
yawbus a gnisu moor retupmoc eht retne yam reyalp ehT
eht gnisu mroftalp yawbus detresed eht no desahcrup ssap
.citta egarag eht morf snioC revliS

LANTERN:
noitcesretni eht ta erots eht ni detacol si nretnal ehT
ralos si tI .nwot eht ni .dvlB notsnarC dna dn2 fo
.snrevac eht ni snrut 53· tuoba tsal ylno lliw dna derewop
,deyalpsid si 'mid gnitteg si nretnal ehT' ninraw eht ecnO
reyalp ehT .tuo seog ti erofeb sevom erom 01 era ereht
.ti egrahcer dna moor thgil a ot teg tsum